

100 Magical Books, Scrolls and Inks for the Busy Game Master



nce upon a time in a far, far away
land of Stone River, there lived
a princess with golden red hair. Her
name was Katonia. She lived in a
glorious castle that was built
even on the clouds. The sun
was always shining on her
birds at her window. As far as the eye
could see, out across the
forests, all the way to the sea.

On some days
the ships at the

with their billowy white sails, and
wooden sides. These ships delivered
and even sparkling jewels all the way
far off land called Aciremia.

The princess had one wish, to visit
her beloved prince, but the curse of
the evil queen had kept them apart.
and her prince from such wonderful
travels since before she were born.
But no one was ever permitted to
leave the castle. The evil queen
Evil and Terrible Queen Anaibia,
wickedly jealous of the princess,
so took out her anger on all of
the people. She made them
to forever remain prisoners of the

But what the evil queen had feared
she had cast her evil curse was
that one day a prince would come
would unlock not only the door
but also break the spell on Stone
River. There was always a way to remove a curse,
magic and where to find it. As
as she was to travel to other
countries, she cast the curse upon her kingdom, set
the Golden Key, and her people



By Steven Chabotte
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Welcome to **100 Magical Books, Scrolls, and Inks for the Busy Game Master** – a list of odd and unusual magical items built with ink and paper as its receptacle of power. Each piece in the list is a unique magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a book, parchment, ink, vellum, or other writing tools at its core, but feel free to change the base type to make it something your party members would appreciate better.

Each magical book and other writing item detailed in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. The items are also described independently of class. It is up to the game master to decide if anyone can use the item or if it is restricted to one or more classes.

Take a bit of time to read each item in the list. Think of ways to make some writing-based magic items perfect for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of magic and deciding which player benefits from its capabilities the most. Books, scrolls, and similar magics typically do not require attunement, but some may. If they require attunement, they will be noted.

Use this list to choose a random writing-based magic item by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The Book of Holding is a pocket-sized, leather-bound notebook with 24 pages of lamb skin vellum. All 24 pages are empty.</p> <p>When an object weighing less than 100 pounds and measuring no more than 3' on a side is touched by a blank page in the book, it is absorbed into the page. An image of the item then appears on the page. The item can be retrieved from the book by reaching into the page and pulling it out. When the item is removed, the page is again blank.</p>
2	<p>The Scroll of Animal Endurance is in a simple wood scroll case carved with images of beasts performing manual tasks such as pulling wagons, plowing fields, and similar activities.</p> <p>When the words of the scroll are read to a beast, its strength doubles, and it can perform its typical tasks tirelessly for one week.</p>
3	<p>The Calligraphy Set of Passages is a leather pouch that contains a bottle of glowing blue ink and a steel pen with a series of arcane symbols carved into its nib.</p> <p>This magical set of writing implements allows users to draw a door into a solid surface. As long as there is an open space no more than 10' beyond the door, it will open into that space. There is enough ink to allow six doors to be drawn.</p>
4	<p>The Brush of Creation is a fine horsehair artist's paintbrush with bristles one-half inch wide. The handle is made of stained oak carved with ancient mystical symbols. Even though quite old, the bristles are perfectly clean and in perfect condition.</p> <p>The user can paint any small common object (less than 2'x2') on a sheet of parchment with ordinary paints and then burn it. It burns rapidly, and rather than ash, the object appears.</p>
5	<p>The Scroll of Splitting is a hollowed out jade cylinder with two brass endcaps. The jade is of good quality but not exceptional, and the endcaps are quite ordinary.</p> <p>When the scroll is read at a wall or other solid stone structure, it causes a tremendous release of concussive energy that rips a five-foot cube-sized hole in the stone. The stone that previously occupied that space is turned into a fine dust that quickly dissipates.</p>
6	<p>The Papyrus of the Messenger is a set of two identical pieces of light tan reed paper that look like they have been written on and cleaned many times.</p> <p>The two papers are magically linked. What is written on one is seen on the other one. This process allows for long-distance two-way communication. When the transmission is finished, one of the sheets can be shaken to have all the letters fade away on both sheets.</p>
7	<p>The Book of Disguises is a regular-sized leather-bound book filled with many parchment pages. Each page has eight humanoids drawn on them in exquisite detail, four on each side. The final five pages of the book are blank.</p>

	<p>When an attuned user touches an image in the book, the user becomes that figure for 24 hours or until dismissed. Additionally, the user can draw more figures on the book's blank pages as additional disguise choices.</p>
8	<p>The Tablet of the Cheat is a clay block stored in a felt-lined wooden box to protect it from harm. The block is covered with symbols and phrases relating to luck.</p> <p>When studied for ten minutes, the user gains the lucky feat for one day. However, if the user loses concentration, the user becomes unlucky for one day. When this occurs, the game master can reroll three of the user's rolls and take the lowest one as the score.</p>
9	<p>The Scroll of Weakness is a crudely worked piece of cow vellum covered with a paragraph of arcane writing. The vellum is much larger than the writing, so it is just rolled up and tied closed with a string.</p> <p>When the paragraph is read out loud, the user can point to any creature and cause its strength score to drop by five points for ten minutes.</p>
10	<p>The Ink of the Temporary Tattoo is a very wet black ink that is quite slow to dry when applied to vellum. The ink bottle says, "Draw a creature and press against your arm."</p> <p>The user can use an action to draw any creature (per the polymorph spell) and press it against a willing creature's arm. The recipient then transforms into the creature drawn on the vellum and will stay in that form for one hour or until choosing to dismiss the form. There is enough ink in the bottle to draw three tattoos.</p>
11	<p>The Scroll of the Safe Return is a rolled parchment inside an elaborately carved but mundane ivory tube with cork caps. The parchment is rolled onto a thin wood rod and, when unrolled, reveals a beautifully decorated sheet designed around several glyphs of power.</p> <p>The scroll can be read to build an anchor spot at a specific location. After that, the reader can instantly teleport up to six creatures to that spot by speaking the recall rune. This power dissipates if not used within seven days.</p>
12	<p>The Ink of Servitude is a chalk-white ink made from ground bones, talcum, and the juice of white grapes. It is stored in a bottle with a magical glyph engraved on its side.</p> <p>When this glyph is drawn on the skull of a skeleton, it brings it back to animation. It is under the control of the one who drew the glyph, and it stays animated until dismissed or destroyed. There is enough ink in the bottle to draw ten glyphs.</p>
13	<p>The Scroll of Delayed Activation is a series of instructions and a magical phrase in red ink on deer skin vellum. It is stored in a metal tube decorated with a sailing ship fighting to make progress against a powerful wind.</p> <p>The user can take one bonus action to read the spell and then cast another spell as an action while also speaking a delay time of up to ten rounds. The two magics merge and create a delayed action spell. For example, a wizard could use this to cause a fireball to</p>

	ignite at a certain location in two rounds which could be useful for setting up a quick and powerful trap for creatures following the party.
14	<p>The Ink Pot of Random Cackling is part of a small stone statue carved in the shape of a court jester. The jester's hands are holding the ink pot. The jester has a wickedly malicious smile and mischief radiating from his eyes.</p> <p>Ink added to the ink pot becomes magically charged with mischief and mirth. When the ink is poured on a surface, that surface starts to chatter inanities, tell jokes, and speak random insults for ten minutes. This power can only be used once per day.</p>
15	<p>The Book of the Dominant Mind is a thin hardbacked tome filled with information on mind control and hypnosis.</p> <p>When studied, the student can use one action to try to dominate another creature per the dominate monster spell. The Wisdom saving throw is based on the student's Wisdom score. This powerful technique is so draining that the student can only attempt it once weekly.</p>
16	<p>The Book of the Pauper is a slender volume with dramatic stories written to be read aloud to audiences. Each story has a plot and a message about living a good, virtuous life.</p> <p>When read to an audience, the audience becomes entrapped in the story's morality and feels compelled to hand over the valuables they have on their person to the storyteller. Those who make a DC 16 Wisdom saving throw will be able to throw off this compunction.</p>
17	<p>The Book of Far Reaches is a beautiful picture book showcasing hundreds of locations in lands near and far. Each scene has a small caption to tell what it is and where it is.</p> <p>When concentrating on a scene, the attuned owner of the book can open a portal to that location. Up to six creatures can step through the portal. The portal is closed after one minute or when the book's owner closes the book.</p>
18	<p>The Folder of the Random Spell is a folder made from two thin wood boards wrapped in hand-sewn and engraved leather with a single page of vellum sewn inside. The engraving on the cover shows a library bookshelf filled with scrolls.</p> <p>Once per day, the folder can be opened to reveal a random spell of first to the sixth level written in an easy-to-understand and read manner. Once the spell is known, it will stay the same until midnight, when it again becomes a blank page. Any time during the day, the folder can be opened, and the spell read and cast as an action. Once cast, the vellum becomes blank and will stay that way until it is next opened after the midnight hour passes.</p>
19	The Quill of the Musician is a fine golden quill with a diamond nib. Each of its barbs has several musical notes engraved into it.

	As an action, the owner can dip the quill in ink and scribble a short tune on a piece of parchment that then plays the melody. The melody has a soothing quality and acts as a charm person spell against a single target that fails a DC 14 Wisdom saving throw.
20	<p>The Book of Char is a fire-charred book. Its cover has several burn marks. Several of the pages are partially burned, and it smells like smoke. Its pages tell many stories of famous historical fires.</p> <p>The attuned owner gains resistance to fire damage while possessing the book.</p>
21	<p>The Ink Set of the Target is a bottle of clear liquid and a carved bone pen with the barrel carved in a series of three-dimensional sets of figures communicating with each other.</p> <p>The ink set is designed to deliver secure communications from the author to the recipient. When the author uses the ink on a piece of parchment and concentrates on the recipient, only the author and recipient can read it, making it a perfect way to send secure messages by courier. There is enough ink for 20 messages.</p>
22	<p>The Brush of Dragon Control is a camel hair brush with a cherry red handle wrapped in etchings of various dragons. Its center is hollow and can be filled with ink that flows into the brush, allowing for even application of ink on parchment or vellum.</p> <p>The attuned user can use the brush to glean and write the name of any dragon within sight. Once the dragon's name is written down, the user can attempt to control the dragon with a charm spell (similar to the charm person spell). The dragon must make a DC 18 Wisdom saving throw or be charmed for ten minutes. The brush's power can only be used once daily.</p>
23	<p>The Map of Future Journeys is a folded leather sheet with a map of the world on one side and nothing on the other side.</p> <p>When picked up and examined, the wielder will notice that the blank side shows a map of the wielder's recent journeys (past 24 hours) plus a little extra. The little extra is a ten-minute glimpse into the future showing where the wielder is traveling next. The map only shows paths and structures (like rooms in a dungeon) but gives no hints of what might be found on that path.</p>
24	<p>The Book of Demonic History is a weighty book made from very fine vellum crafted from the flesh of humanoids. The cover is rust-red colored and slightly tacky, like almost dried blood.</p> <p>The book gives the histories and names of dozens of demons and their abilities. It can be used to summon specific demons from the hellish realms.</p>
25	The Codex of the Plane Walker is an encyclopedia of the planes of existence, their descriptions, and an image of a location. The book is made of thin gold leaf sheets bound in a heavy iron cover with a strap lock.

	<p>The book is an access point to the other planes. Concentrating on an image opens a gateway to that plane and stays open for one minute. Once the codex passes through the gateway, it closes. The book can only be used once per day.</p>
26	<p>The Book of Gears is an instruction manual on how to build the equipment, tools, and components of clockwork creatures. It also includes detailed instructions on how to assemble and bring to life a variety of clockwork figures.</p> <p>When one studies this book for a full week and builds an appropriate workshop, a magical attunement occurs between the knowledge in the book, the workshop space, and the user. This attunement allows for the creation of the clockwork creatures. Creating a clockwork creature is a time-consuming process that can take one day to one month of dedicated work, depending on the complexity of the creature.</p>
27	<p>The Map of Sacred Locations is a map of the world on a large piece of parchment. It measures four feet by eight feet and shows a full-color map of the current world.</p> <p>When the map is studied, several points will sparkle. The points vary based on who is studying the map. Places with valuable treasure hordes will sparkle for a person interested in treasure. For a person seeking religious items, these places will sparkle, and so on.</p>
28	<p>The Manual of Equine Speed is a small book teaching the art of training a war horse to handle grueling marches, gain high speeds during attacks, and have the incredible dexterity needed to avoid dangers.</p> <p>When one studies and attunes to this book, a horse's stamina, grace, and speed is gained. Walking speed increases by 20, and constitution and dexterity increase by one each.</p>
29	<p>The Pen of Sharpness is a brass pen shaped like a small, wide throwing dart.</p> <p>As an action, the pen can be dipped in an ink pot to wet the nib. Once wet, the ink can be flung up to 20' at a single target as part of the same action. If it hits, it causes 3D4 HP Slashing damage. If the ink is flung at a rope, chain, or other support, it will slice completely through it if it is less than one inch thick.</p>
30	<p>The Scroll of Honey is both a treatise on raising honeybees and a spell to summon giant honeybees.</p> <p>Using a round to read the spell causes 1D10+4 giant honeybees (giant wasp stats) to be summoned. They appear instantly and are under the control of the one who reads the spell. They take their action in the same initiative position as the one controlling them and go directly after that person. When the spell is read, only that portion disappears. The treatise stays intact.</p>
31	<p>The Book of Warding is a collection of spell scrolls bound in a green leather manual with a glyph on the front cover.</p>

	<p>The user rips a page from the book and reads the spell, which casts a glyph of warding. The book contains seven copies of the spell, and when they are all torn out and used, the book no longer has any value.</p>
32	<p>The Tome of Illumination is a slender book with pages depicting various images showcasing light. Pages include a paladin with a radiant sword, the noontime sun chasing away all shadows, the soft glow of dawn, a torchlit room, various intense beams of light, and others.</p> <p>When attuned, the owner can turn to a specific page in the book and cause it to emit that type of light as long as it is opened. If the light source is one that normally causes damage, it does not, but it will have all the other effects associated with that light. The few pages that are the exception show a beam of a type of light (radiant, intense sunlight, and lighting) causing 2d8 HP (radiant, fire, or lighting) damage per round when focused on a single target within 60 feet.</p>
33	<p>The Quill of Mapping is an osprey feather trimmed down to become a quill pen. The shaft close to the nib is delicately engraved with archaic runes related to mapmaking.</p> <p>The quill can accurately map out dungeons and other enclosed spaces. By drawing rooms, corridors, etc., as they are explored, the dimensions and relationships will be perfectly aligned on the parchment, revealing potential secret rooms or other unexplored spaces.</p>
34	<p>The Scroll Case of Creation is a gorgeously crafted brass tube with screw-on end caps. Amongst the beautiful decorations are ten gemstones, five of which glow dimly in the dark. The scroll case is currently empty.</p> <p>A sheet of blank parchment can be placed into the tube. Then, while concentrating on a spell no higher than the fifth level, a glowing gemstone can be touched. Over the next minute, the glow fades away, and the spell is etched on the piece of parchment, creating an instant scroll.</p>
35	<p>The Ink of Transference is a translucent pink ink imbued with tiny specks of gold flakes that glow faintly in the dark.</p> <p>By investing ten minutes, a spell from a spell book can be perfectly copied onto a piece of parchment and become a magically active spell scroll. There is enough ink in the bottle to write 14 scrolls.</p>
36	<p>The Scroll of Aerial Shielding is a lambskin vellum scroll stored in a bone tube inscribed with a warrior blocking the breath weapon of an aerial dragon.</p> <p>When read, a ten-foot circular shield-shaped wall of force opens just above the reader. It lasts for one minute and moves with the reader. While active, no aerial attacks can break through the protection.</p>
37	<p>The Scroll of Blankness is a pure white parchment with a single symbol showing a skull with nothing inside.</p>

	When studied for one minute, the scroll activates and grants the user immunity from mind-based spells, whether attacks, charm attempts, or others trying to read thoughts. The protection lasts for 24 hours.
38	<p>The Manual of Protection Against Dragon Breath is a small book that fully details how a particular type of dragon's breath works. The cover of the book has an engraved likeness of the dragon type. The game master should choose the kind of dragon described.</p> <p>Studying the book for an hour grants the student immunity to that type of dragon's breath for the next 24 hours.</p>
39	<p>The Scroll of Grounding is written on a thin copper sheet in a wooden scroll case carved to depict a massive storm with hundreds of lightning bolts striking the ground.</p> <p>When read, it forms a 20' circle of protection against lightning attacks. Any within that circle cannot be struck by lightning for a minute. The lightning strikes the circle's edge and drains harmlessly into the ground.</p>
40	<p>The Book of the Elements is a tome discussing elementals, how they function, and how to work with them.</p> <p>The attuned owner absorbs the knowledge in the book and becomes intimately aware of all aspects of elementals. The owner becomes a friend to elementals and will not be attacked, and has advantage when trying to persuade an elemental to take certain actions. Additionally, the owner learns how to summon one elemental as a ten-minute ritual and dismiss summoned elementals at will.</p>
41	<p>The Book of False Values is a small volume of simple lore relating to base metals and how to make them look more valuable to trusting eyes.</p> <p>The book contains many minor magics that temporarily transform base metals (iron, lead, etc.) into valuable ones (silver, gold, and platinum). Once daily, the user can read a spell over any object with one pound or less of base metal and convert it to a valuable metal. For 24 hours, the magically altered metal assumes all the properties of the valuable metal. At the 24-hour mark, it changes back into the base metal.</p>
42	<p>The Scroll of Slithering Things is a piece of vellum made from the skin of a giant snake covered with images of snakes writhing intertwined with words of power. It is stored in a scroll tube made from the rib cage of a small snake covered with thin red-dyed silk.</p> <p>When using an action to read the scroll, 1D4+2 giant snakes appear and act under the reader's control for one minute. If they are still alive after one minute, they disappear. The snakes act on the same initiative count as the reader and go immediately after the reader.</p>
43	The Deck of Holes is a small deck of ten cards, each card depicting a pit trap. The traps range from simple 10' holes to elaborate pits filled with spikes, burning oil, and other dastardly trap mechanisms.

	<p>The deck owner can use an action to place a card on the ground. Once it touches the ground, the trap depicted forms at that spot. All the traps are 10'x10'. The game master can decide what types of traps are contained in the deck. Once a card is used, it disappears.</p>
44	<p>The Scroll of Shadowy Power is a dusty gray-black scroll inscribed with cloud-textured ink that seems to shift and roll over the sheet of parchment.</p> <p>When read, the reader gains a shadowy overlay for one minute. The reader gains the ability to have a 15' reach both in and out of combat and can lift items weighing up to 1000 pounds. The shadow cannot be harmed, so even though the reader has extended reach, others attacking the reader must be within normal melee range.</p>
45	<p>The Map of Disappearance is a unique piece of vellum that shows the area in front of the viewer in full detail. It is stored in a simple wood scroll case. The scroll case also has a scraper used to clean ink from vellum.</p> <p>The scraper can remove objects or beings from the map and in real life for one minute. For example, the map is opened at the entrance to a room with a bugbear guarding a treasure chest. The scraper can scrape the bugbear off the map and make it disappear for one minute. When a minute passes, it reappears in the same spot or the nearest empty spot. Only one entity or item can be removed from the map per day.</p>
46	<p>The Book of Illusions is a cloth-bound book with 48 blank pages and a pen with an internal ink well filled with yellow ink.</p> <p>The attuned wielder can use an action to put pen to paper, draw a detailed scene, and then fling it up to 100', where it will burst into a full-blown illusion. The illusion covers an area as large as 20'x20' and can include auditory and visual aspects and even controlled motion. The illusion stays active for ten minutes before disappearing. Each illusion uses one page in the book.</p>
47	<p>The Brush of Erasing is very small, measuring only four inches long. It is made from bone with horsehair bristles. The bone handle is filled with odd-looking pits.</p> <p>The brush can erase doors, walls, rockslides, and other non-living obstacles. It can remove one square foot of material per round and works until the wielder stops. When the wielder stops, the brush handle develops another pit. The brush only has enough clear space on its handle to be used six more times before it shatters.</p>
48	<p>The Tome of Puppetry is a 64-page book filled with colorful images of 32 puppets, with the opposite page detailing the history and special abilities of the puppet. Abilities can include darkvision, burrowing, lock picking, carrying heavy loads, squeezing through tiny spaces, and similar functions.</p> <p>The attuned wielder can use an action to pull a puppet from the book and have it perform simple tasks for four hours before it must return to the book. Simple tasks include scouting, spying, climbing through small spaces, and similar activities. The puppet can communicate</p>

	with the book's wielder psychically. Only one puppet can be pulled from the book at a time.
49	<p>The Manual of the Dead is a hardbacked book covered in halfling leather with interior pages made from vellum of various humanoid races. The writing is archaic common, and written in rust-red blood.</p> <p>The book captures all necrotic energy targeting the attuned wielder (effectively giving the wielder immunity to necrotic damage.) Additionally, the wielder can use an action to direct the accumulated necrotic energy at a target within 60' as a ranged spell attack. Any necrotic energy not used by midnight dissipates.</p>
50	<p>The Scroll of Skeletal Creation is made of an unusual material, ground bone mixed with rubber and wood fibers, creating a fleshy feeling paper. It is in a bone scroll case covered with images of skeletons being ripped from living bodies.</p> <p>As an action, the scroll can be read and target up to six creatures within 30 feet. All targets that fail a DC 17 Wisdom saving throw have their skeleton ripped from their flesh, effectively killing them. The skeletons are then under the reader's control for 24 hours or until destroyed.</p>
51	<p>The Manual of Life Beyond Death is a heavy tome with gold leaf covers and hundreds of pages of papyrus covered with hieroglyphs drawn in tiny and exacting handwriting. There are also dozens of half to full-page illustrations to reinforce the teachings.</p> <p>The teachings of this book can be mastered with three months of dedicated study to learn the preservation techniques used to make a mummy, which is a four-week process. One must attune to the book to use the magic embedded in the pages. With that attunement, the wielder can raise three properly prepared mummies daily.</p>
52	<p>The Dread Grimoire of Lycanthropy is a heavy volume with a wood cover stained the color of moonlight with the full moon in one corner and a variety of beasts on stylized hills howling at it. Its pages are made of vellum of unknown origin and are covered with squirming symbols that are painful to view.</p> <p>With a month of study and attunement, the reader learns everything about lycanthropy. The reader understands how the curse works, how to acquire and cure it, how to fight against poor creatures thus afflicted, and the lore related to the various lycan types.</p>
53	<p>The Book of Sun and Rain is a treatise on the weather, how it works and how to control it. It is heavily illustrated to help explain the various types of weather phenomena in excruciating detail.</p> <p>By studying the book for a month, the reader will have an innate understanding of weather and weather magic (if capable of magic.) From its learnings, the reader will be able to create scrolls to control the weather and use it as a weapon or as salvation for weather-ravaged areas. It is left to the game master's discretion which weather-related spells can be mastered by the reader.</p>

54	<p>The Book of Fleshiness is a small volume covered in a clear, flexible cover that can't be ripped. The book's cover is mottled brown, and the book itself is somewhat pliant, like a thick sponge.</p> <p>The book is a mimic held in stasis by the flexible cover. When thrown with force, the cover will shatter and release the mimic. The book can be tossed up to 30' away as an action, instantly releasing the mimic, which immediately starts attacking the nearest target.</p>
55	<p>The Scroll of Unbridled Growth is a green-tinged papyrus in a wood scroll case covered with a thin layer of moss.</p> <p>When read, it creates an area of wild and chaotic spiked plant growth in a 20'x20' space at a location within 60' of the reader. The area instantly becomes difficult terrain, and any creatures in it must succeed on a DC 17 Dexterity saving throw or be grappled and suffer 4D6 HP piercing damage from the thorns. In subsequent rounds, any creature entering the area must make the saving throw or be grappled and take damage. Attempts to break the grapple, successful or not, cause another 2D6 HP piercing damage. The effect lasts for one minute.</p>
56	<p>The Almanac of Poisons is a thick volume with a green fiber cover and cotton fiber pages.</p> <p>The almanac is a complete treatise on poisonous plants and animals, how to grow or identify them in the wild, how and when to hunt or harvest them, and how to use the harvested ingredients to make poisons. By studying these pages diligently for two weeks, the student becomes adept at making poisons and has advantage in attempts to make all types of poisons.</p>
57	<p>The Encyclopedia of Humanoid Anatomy is a massive, richly illustrated tome detailing the anatomy of the various humanoid races that populate the world. It also covers wounds, diseases, and other ailments and how to treat them.</p> <p>By studying its contents for a week per humanoid race, the reader gains advantage in any activities involving using a healer's kit.</p>
58	<p>The Treatise on Beasts is a colorful book with its cover adorned by a bear perfectly penetrated by an arrow as an example of a successful kill shot. The interior is a veritable encyclopedia of beasts and other creatures, pointing out their weak spots and best ways to do maximum damage.</p> <p>The attuned wielder gains advantage on one attack per round against any creature. If that hit strikes the creature, it causes an additional 2D6 HP damage to reflect the wielder's superior knowledge of weak spots.</p>
59	<p>The Scroll of Genie Avoidance is a fortune cookie fortune-sized scroll stored in a small oil lamp.</p> <p>When an action is taken to read this tiny scroll, genies will choose not to attack the reader for one minute. Even area of effect spells initiated by the genie have no effect.</p>

60	<p>The Tome of Declawing is a slender surgical volume with a drawing of a friendly cat on the cover. Its pages discuss the mechanisms of the various clawed creatures that populate the world and how they can be removed quickly.</p> <p>When a reader attunes to the book, the reader gains two abilities. As a reaction, the reader can avoid damage from a claw attack and simultaneously declaw the creature. The declawing removes the creature's ability to initiate future claw attacks. Instead, such attacks will be considered unarmed, causing 1 HP (plus strength modifier) bludgeoning damage.</p>
61	<p>The Tablet of Dissipation is a clay tablet covered with hieroglyphic symbols stored in a metal tin.</p> <p>When read, this scroll imbues the reader with the ability to use a reaction to cast counterspell for 24 hours. If a roll is needed to see if the spell fails, the roll will be a straight D20 roll with no modifiers.</p>
62	<p>The Scroll of Agile Motion is a simple piece of cotton cloth covered with symbols of power and stored in a granite scroll tube.</p> <p>When read, it protects the reader from petrification for 24 hours.</p>
63	<p>The Book of the Heartless is a dark tome made from grayish skin covering wood boards that bind together fifty sheets of vellum that tell the tales of the undead, including their strengths, weaknesses, and abilities.</p> <p>When attuned, the wielder has advantage on attacks against the undead and has protection from their possession or charm ability.</p>
64	<p>The Scroll of Far Travel is a sheet of silk painted with words of power. It is rolled and stored in a beautifully carved ivory scroll case.</p> <p>When read, the reader's travel speed doubles for 24 hours. Additionally, the reader is not impacted by the effects of difficult terrain.</p>
65	<p>The Encyclopedia of Traps is a large, several hundred-long book that is a complete course on trap making. It details how to build them, optimize materials, set up triggers, camouflage them, and safely maintain them without getting injured or killed.</p> <p>Someone studying the book for a week gains advantage on perception checks to find traps and advantage on investigation and sleigh of hand traps to figure out a trap's mechanism and how to safely disarm it.</p>
66	<p>The Scroll of the Shadow Punch is made from orange-brown pig skin vellum and covered with stick figure drawings showing a variety of fighting poses. Each pose has a name.</p> <p>When the poses are read out loud, the reader gains the ability of the shadow punch. For one minute, the shadow punch can be used as a melee attack form with a reach of 20 feet. Each successful strike causes 3D6+4 HP bludgeoning damage.</p>

67	<p>The Scroll of Arcane Energy Manipulation is a papyrus sheet covered with mystical mathematical formulas that describe how to harness and manipulate energy.</p> <p>Once read, the reader acquires this arcane knowledge for 24 hours. Any time during that period, the reader can use the knowledge as a reaction to capture the energy of a spell directed at the reader (even an area of effect spell) and then immediately redirect it to a target or location as appropriate. This ability can only be used once, and then the knowledge is lost.</p>
68	<p>The Manual of Construction is a blue book filled with blueprints and instructions for building various structures.</p> <p>When attuned, the wielder gains an innate sense of the flow of constructed shelters and can unerringly travel through them, bypassing traps, finding secret doors, and always knowing the way to the exit.</p>
69	<p>The Scroll of Marid Movement is made from a thin, flexible sheet of tin, carefully stored in a corked glass bottle.</p> <p>When read, the reader gains the marid's movement attributes for 24 hours as long as the reader is on the water.</p>
70	<p>The Map of the Master Plan is an everchanging visual map of future possibilities.</p> <p>If one studies the map for one hour, that entity gains insight once during the next 24 hours, representing the better choice. In other words, if the entity wonders if going right or left at a fork is the better choice, the game master will supply that information. The better choice applies to any matter, big or small, even such weighty decisions as killing or freeing a prisoner.</p>
71	<p>The Book of Reflected Glory is a plain white book measuring 5"x7" and has a single page, a shiny sheet of silver with a mirrorlike finish. The back of the page is covered in instructions for creating a duplicate of the page's reflection.</p> <p>The attuned user can pull a reflection from the book once daily and have it come to "life." It creates an illusory copy of the view that can appear anywhere within 60' of the user's location. The view can be people, places, or things. The illusion will stay active for one minute.</p>
72	<p>The Scroll of the Inquisitor is blood-red with the incantation carved through the dye and into the vellum's creamy white interior. It is stored in a carved red coral scroll case covered in designs of pain.</p> <p>When the scroll is read, the reader is granted the power to ask one other up to ten questions. If they are answered truthfully, the one being questioned is fine. If any inquiry is not responded to or answered untruthfully, a surge of electrical energy will jolt the one being questioned, causing 2D6 HP lightning damage. The scroll's power lasts for one hour or until all ten questions are asked, whichever comes first.</p>

73	<p>The Book of Magical Flavors is a thick tome filled with the many magical effects imbued in weapons, how they are spelled, and the types of ingredients used to effect the change.</p> <p>The attuned wielder can taste a magical weapon and identify its properties similar to the identify spell.</p>
74	<p>The Manual of Radiant Grandeur is a religious tome with an angel etched on the cover and the interior filled with illuminated pages depicting the glory of the gods.</p> <p>The attuned wielder can use an action once per day to explode radiantly, covering a 20' radius sphere with radiant energy centered on the wielder. Each creature in the sphere must make a DC 17 Dexterity saving throw, taking 6D8 HP radiant damage on failure or half as much on success.</p>
75	<p>The Parchment of Horrific Visions is a black sheet of paper covered in glowing red runes that twist and turn in impossible ways. It is stored in a black-stained ivory scroll case carved with horrific visions.</p> <p>When read, the reader can cause one target that fails a DC 18 Wisdom saving throw to go insane for one minute. While insane, the target can't take action, can't read, speaks in tongues, and moves erratically. The game master can decide the movements of the insane target for the duration of the spell.</p>
76	<p>The Ink Set of Shadows is a small bottle of deep purple ink and a marker designed to extract a small portion of ink from the bottle for application purposes.</p> <p>As an action, the user can draw ink from the bottle and mark a portion of exposed skin. The one so marked becomes a shadowy figure for the next minute. While in this form, movement slows to 10' per round, and the shadow becomes resistant to all damage types. Additionally, the shadow can travel through the tiniest spaces with no movement penalty. There is enough ink in the bottle for 20 applications.</p>
77	<p>The Box of Razors is a small wooden box with 52 thin, stiff sheets of paper, all decorated with views of gruesomely wounded creatures.</p> <p>Once per round, as an action, the attuned owner of the box can flick a card at a target up to 30' away. As it flies through the air, it expands into a wickedly sharp spinning blade. The owner has advantage on the attack roll; if it hits, it causes 4D6 HP slashing damage. If the owner rolls a crit, it slices through the neck, beheading the creature. When a card is used, it must be subtracted from the total left in the box.</p>
78	<p>The Ink of Purification is a transparent blue ink in a small clear bottle with an eyedropper-style stopper.</p> <p>The ink can be applied to a wound caused by acid, neutralizing it and healing 1D6 HP damage. As the wound heals, the ink will form a permanent tattoo of the scar that would have been created if the acid wasn't neutralized. There is enough ink in the bottle for 50 applications.</p>

79	<p>The Scroll of Fast Recovery is an off-white piece of vellum with a single image of a wound stitching itself up.</p> <p>When the scroll is placed on exposed skin as an action, the recipient of the magic can roll healing equivalent to the number of hit die the recipient has.</p>
80	<p>The Parchment of the Repeater is an artistic piece of papyrus covered in drawings showing a stick figure repeating the same move repeatedly. On the bottom is a short chant.</p> <p>When activated, the scroll magic flows into the reader of the chant, and for one minute, the reader can repeat one action per round. If it is a weapon attack (or attack sequence), the reader gets an additional weapon attack. If it is a spell, the reader gets to cast it two times.</p>
81	<p>The Ink of Memories is a thin grayish ink with motes of various colors floating within. It is stored in a globe-shaped bottle with a flat bottom so it can safely rest on a surface.</p> <p>The ink can be used to draw a memory of a location on a surface. Once completed, the drawing causes a 10' circular portal to open, connecting the current location to the one drawn with the ink. There is a 25% chance that the memory was not accurately drawn, in which case the portal opens to a random place. There is enough ink in the bottle for five drawings.</p>
82	<p>The Stylus of Power is a steel pen with an unusually tough and sharp steel and brass nib. The barrel is covered with magical symbols and stylized engravings of various weapons that glow brightly in the dark.</p> <p>When attuned, the user can use the pen once weekly to imbue a minor magical ability in an already magic sword. Minor magics include cantrips and first-level spells. Once imbued, the weapon can cast the spell once per round as an action.</p>
83	<p>The Brush of Undisturbed Rest is a thick-handled paintbrush designed to paint large, crude strokes. The bristles are pristine, and the handle instructs the user to paint an imaginary shelter in the air.</p> <p>When the user follows the instructions, the brush creates paint lines in the air in the designed shelter's outline. Once the design is finished, the shelter forms (with the same attributes as a tiny hut.)</p>
84	<p>Axlon's Tome of Spells is a blank spellbook in a box with an ink and pen set and instructions written on the inside of the box's cover.</p> <p>When one attunes to the set, one can successfully copy any spell from a scroll into the book without error in ten minutes. The scroll stays intact and can still be used after being copied.</p>
85	<p>The Ink of Stormy Skies is a murky, thick grayish ink with occasional dim sparks coursing through it.</p>

	<p>The ink can be used to draw a weather scene on a piece of parchment. The process takes ten minutes to complete. Once the scene is completed, it can be thrown into the air as an action and cause that weather effect to spread quickly to a one-mile radius. The weather effect can be anything from sunny skies to a fierce winter storm to a hurricane. The weather effect lasts for one hour. There is enough ink in the bottle to draw seven scenes.</p>
86	<p>The Treatise of Psychokinesis is a slender volume teaching a variety of mental exercises to awaken the mind to its untapped powers.</p> <p>The attuned wielder gains the ability to lift and fling stones as weapons. As an action, the wielder can use the power to lift up to ten stones weighing no more than one pound each into the air. After that, as a bonus action, the wielder can fling a stone at a target up to 60' away, causing 2D6 HP bludgeoning damage. To keep the stones aloft, the wielder must maintain concentration (as in a concentration type of spell). If concentration is broken, the stones fall to the ground.</p>
87	<p>The Grimoire of Transmutation is a small tome discussing the myriad ways to make alcohol from base ingredients. Its pages cover the harvesting and brewing techniques for various alcoholic products.</p> <p>After studying the book for a week, the student can create a gallon of palatable alcoholic beverages from just about any scavenged ingredients in just a few minutes.</p>
88	<p>The Scroll of the Golem is a piece of vellum made from the belly skin of a hill giant and inscribed with runes to create a golem from a living being.</p> <p>The scroll can be read in one round, and its magic directed at a single target. If the target fails a DC 17 Wisdom saving throw, the target is instantly transformed into a flesh golem under the control of the scroll reader.</p>
89	<p>The Book of Numbers is a ledger book with just one entry. That entry reads zero balance.</p> <p>When an individual claims the book, that first line changes to that individual's current on-hand liquid net worth. From then on, the book adds an entry every time the individual gains or spends treasure. The last entry is the accurate total of the current liquid net worth of the individual.</p>
90	<p>The Book of Legendary Deeds is a storybook of heroic acts performed by ancient heroes.</p> <p>A story from the book can be read aloud. Doing so creates an animated vision of the heroic act to appear above the book and fill everyone listening with courage. For the next 24 hours, everyone who listens to the story gains six temporary hit points.</p>
91	<p>The Stationary Set of the Recorder is a small box with three compartments. One holds paper, one an inkwell filled with ink, and the last contains a brass stylus.</p> <p>The one who possesses the set can use its magic to jot down notes. By speaking to the box, the pen will rise, dip into the ink, and transcribe the words into written form in small, precise handwriting. Once one page is filled, it magically transfers to the bottom of the</p>

	<p>paper compartment, leaving a new, clean sheet on the top. The notes can be removed anytime, and the paper and ink can be refilled with ordinary supplies to keep the magic alive.</p>
92	<p>The Manual of Tedium is a mostly blank book with its first few pages filled with any number of images of people performing tedious, time-consuming tasks.</p> <p>When attuned, the wielder can have the book absorb any tedious task so that it can be performed instantly. For example, digging a ditch, building a wall, or hammering a broken blade back into shape can be absorbed. The only two limits are that the manual can only absorb one hour's worth of a tedious activity at a time and can only be used three times daily.</p>
93	<p>The Awakened Cookbook is a slender volume with a drawing of a shrub engaged in a conversation with a bush on the front cover. The pages are deep brown, the color of fall leaves, and they are covered with a handwritten scrawl in silver ink that can't be read.</p> <p>When attuned, the wielder gains the knowledge to create awakened plant life. It takes one minute to make one awakened plant, and it stays in that state for 24 hours before reverting to its mundane existence. The ability can be used up to ten times daily to create a maximum of ten awakened plants.</p>
94	<p>The Tablet of Friendship is a small stone tablet carved with two hands interlocked in friendship.</p> <p>When attuned, the wielder can use a reaction to attempt to parry an attack on any friendly companion within 10' during a battle. The parry reduces the damage the friendly companion received from the attack by 1D6 plus your Dexterity modifier.</p>
95	<p>The Scroll of Radiant Protection is a snow-white piece of lambskin vellum covered in silver ink stored in an ivory scroll case.</p> <p>When read, the reader gains a +2 to armor class for one minute. Additionally, each melee strike against the reader causes a backflow of radiant energy, causing 1D6 HP radiant damage to the attacker.</p>
96	<p>The Parchment of Slipperiness is a scroll written on greasy oilcloth stored in a leather tube.</p> <p>When read, a 20' cube within 100' of the reader becomes covered in slippery grease per the grease spell.</p>
97	<p>The Map of the Skies is a folded 4'x6' piece of heavy parchment inscribed with a constantly updating atlas of the skies.</p> <p>When spread on a flat surface, the map will highlight the key point of the sky to continue a journey on the correct path. This feature only works at night.</p>
98	<p>The Marker Kit of Protectiveness is a tattoo kit containing a marker and several ink bottles, all stored in a leather case.</p>

	The attuned wielder can take ten minutes to draw a tattoo of a damage type (mundane or magical) on a willing recipient, and that recipient will have resistance to that damage type for 24 hours. The kit has enough special inks to create a total of 10 tattoos.
99	<p>The Scroll of Absorption is a sticky piece of parchment that seems to want to draw your fingers into its surface when you touch it.</p> <p>When read, the reader gains the ability to travel through any type of material at a 10' movement speed for ten minutes. Movement speed is normal when not pushing through a material (wood, stone, metal, etc.)</p>
100	<p>The Papyrus of the Wild Side is a multi-toned brown sheet with chaotic magical writings seemingly penned by various hands and ink colors.</p> <p>When read, its power flows into the reader and lasts for one minute. Each round, the reader will read a D100 and generate an effect from the sorcerer's wild magic table.</p>

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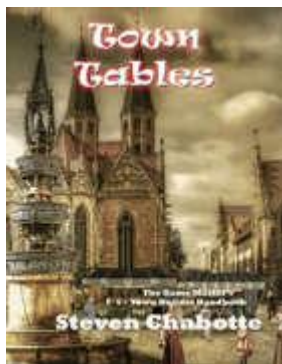


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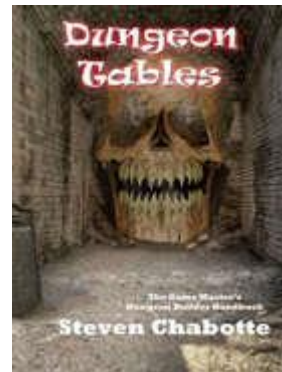


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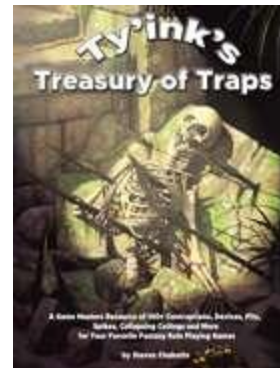


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